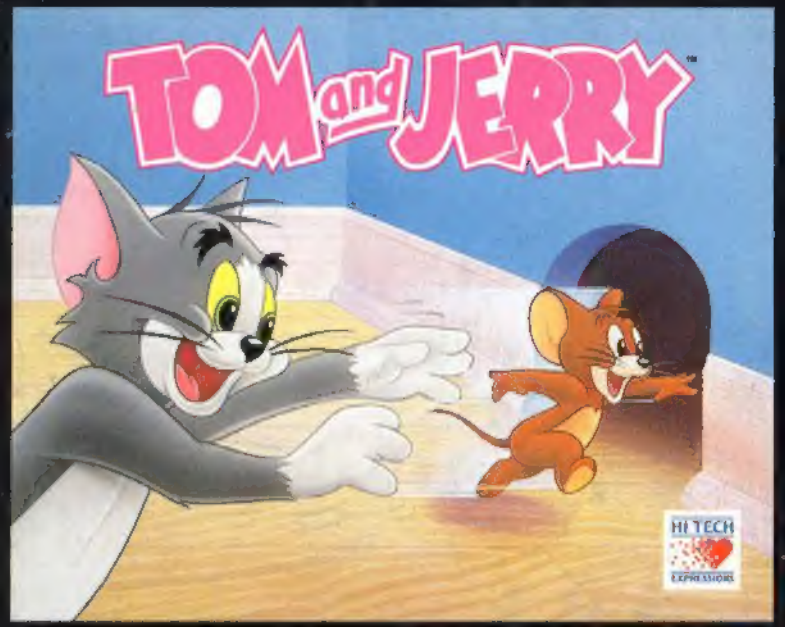

Instruction Booklet

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SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Thank you for selecting the Tom & Jerry™ Game Pak for your Super Nintendo Entertainment System®.

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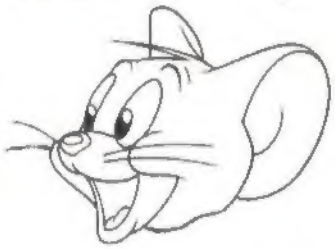
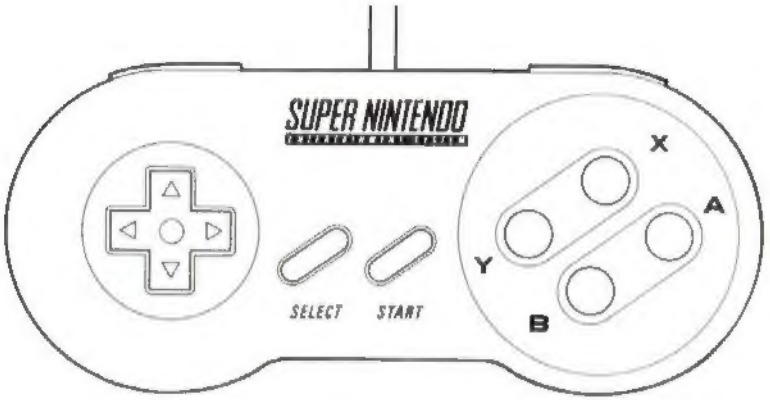
1. Make sure your Super Nintendo Entertainment System is OFF.
2. Insert the Tom & Jerry Game Pak as described in your SNES manual.
3. Turn the power switch ON.
4. When you see the Tom & Jerry title screen, choose a one or two player game and press START to begin the game.

INTRODUCTION



After seeing the star studded premiere of their new film *"Tom & Jerry the Movie"*, Tom and Jerry are stranded at the theater (they missed their ride because they were, you guessed it, fighting again!). As Jerry (or Tuffy, Jerry's young nephew, if you are playing in the two player mode), your job is to get Jerry from the theater to the safety of his mouse hole without getting bashed by Tom. You'll have to cross a treacherous junkyard, an out of control toystore, and a hair raising household to get Jerry back safe and sound.



- Press left/right on the control pad to make Jerry or Tuffy walk in that direction.
- Press down on the control pad to make Jerry or Tuffy crouch.
- Press Y to make Jerry or Tuffy lob a marble at an enemy in the air.
- Press A or X to make Jerry or Tuffy throw a marble to hit an enemy in front of him.
- Press B to make Jerry or Tuffy jump. To perform a Double Jump, press B to jump, when you land you will bounce a little. At the top of the bounce press B again. This will jump you a little higher and is necessary to get to those hard to reach platforms.

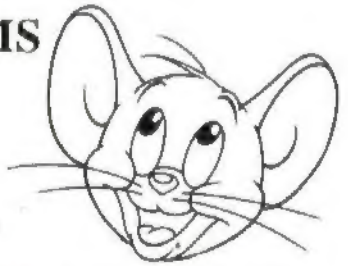
TWO PLAYER GAME

When you choose the two player game, player one will play Jerry and player two will play Tuffy, Jerry's baby nephew. Players will take turns completing each stage. If one player loses a life, control reverts to the other player. Note that in a two player game, the first person who finishes the game (by completing the last boss event) wins and the other player will not be able to finish their remaining chances.

At the top of the play screen is a status area. Here you can keep track of the following:

- How many cheese bits you've collected. Every 100 cheese bits collected earns you an extra life.
- How many hearts you have. You start with four and every time Jerry or Tuffy gets hit by something they lose one heart. Pick up the larger cheese wedges and you recover one heart.
- How much time you have left. Hurry up! If you run out of time you'll lose a life.
- How many marbles you have. Each time you acquire a green marble pickup you receive ten marbles. You cannot hold more than ninety-nine marbles.

PICKING UP ITEMS



To pick up an item, simply move Jerry until he touches the item. The item will then disappear from the playing area.

- **CHEESE BITS:** Pick up 100 cheese bits and earn an extra life. Cheese Bits you collect in one stage carry over to the next.

- **CHEESE WEDGE:** Pick up a cheese wedge to recover one heart.

- **MARBLE:** Each marble pickup is worth ten marbles.

- **1 UP:** Pick this up for a free life. Your life counter displays a maximum of nine lives but you can actually have more than nine.

POINT TALLY SCREEN

At the end of every stage a tally screen will count up points earned. You earn 10 points for each cheese bit collected (in that level only) and 5 points for each unit of time remaining. Your stage score is then added to your existing score for a grand total.

THE LEVELS

WARNING: THIS SECTION CONTAINS HINTS FOR SOLVING THE GAME.

There are a total of eleven stages and four boss events in the game. Boss events are one-on-one confrontations with Tom. The eleven stages are divided into four areas: The Theater, The Junk Yard, The Toy Store and The House. Your goal is to make it to the "pointing hand" exit sign in each stage. A description of each stage and some things to look out for are on the following pages.

THE THEATER--Stage 1: The Marquee

In this stage you're outside the movie theater climbing and jumping in front of the marquee. Look!"Tom & Jerry The Movie"is playing! Watch out for roaches and mosquitoes and use the floating brick platforms to get to the top of the theater.

Stage 2: Inside the Projector

After dealing with the perils outside the movie theater you now find yourself inside a running film projector! Get around by riding the moving film strip while being careful not to slip on the gears and fall off. Science-Fiction movie monsters are all over the place so use your marbles, or jump on them, to get by.

Stage 3: Inside the Theater

Use the ticket stub you find yourself standing on to surf through this level. Marbles don't work in this stage so you'll have to take out the bad guys by jumping on them. Don't wipe out on the popcorn and gum that's been left on the floor. Yuck!

Boss 1

Now you're backstage and Tom is trying to make mouse pancakes out of you by dropping big, heavy sandbags from the ceiling. Work your way across the stage and when you find him, let him have it with ten marble hits to the head.

THE JUNK YARD--Stage 1

After escaping from that cinematic nightmare you find yourself in the town junk yard. Luckily there aren't any junk yard dogs but there are more roaches and mosquitoes to deal with. Also, junk is literally raining down on you from above. Rivets gone AWOL also prowl the yard. so beware.

Stage 2

In addition to the falling junk and pests galore you now have to contend with dripping pipes as well! Stand on the hook and use the Control Pad to move the hook up and down to collect all the cheese bits you can find to earn extra lives. Make sure you explore every inch of this stage.

Stage 3

Floating inner tubes and your double jump come in handy in this stage. Once again, make sure you explore all of this level. Watch out for the nasty junk yard rats who don't take kindly to tresspassers.

Boss 2

Tom's up to his old tricks again, this time with a huge crane and magnet! After working your way across the yard you'll have to hit Tom ten times, with your marbles, to get by. Sounds easier than it is because that magnet is constantly dropping rivets for you to contend with. So stay on your toes!

THE TOY STORE--Stage 1

It's FAO Schwartz gone horribly wrong! Jack in the Boxes, wind-up robots and towering teddy bears loom in the background of this stage. Also, there's an army of wind-up toys to deal with so it's a good idea to have plenty of marbles when you reach this stage. Make sure you jump over the spiky jacks left laying around and use the springs to bounce up to the higher platforms.

Stage 2

Toy planes show up about now so stay alert! Use the floating building blocks to get across the large open areas. Timing is crucial in this stage so concentrate.

Stage 3

This is a short stage, but short doesn't mean easy! There are large red bouncing balls that can really ruin your day. You can scoot under them when they're in the air or you can jump on top of them for a boost to the pick-ups and platforms.

Boss 3

This section is a puzzler. Tom's at the top of the screen and he's sending an army of wind-up robots your way. If that wasn't bad enough each robot is carrying a bomb! Use the buttons on the floor to move the building block piece to plug up the holes, in order. If your timing is right the robot will loop up and around and blow up right in Tom's face! Get Tom ten times and you're on your way!

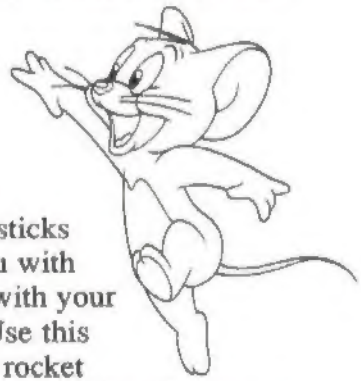
THE HOUSE--Stage 1: The Kitchen

Well you finally made it home but you're not done yet! Kitchens are usually fun places where you find snacks and treats but this one's a little bit different. There is a horde of marching morsels out to make you the snack! Also, flames are falling from the sky so move carefully. If you need to get across a gap in the countertop just use one of the handy toaster levers.

Stage 2: The Living Room

The roaches are back in force in this level. Most of the action, in this stage, is up on the shelves. Thanks to the "sprung" springs in the chairs and couch though, the shelves are just a "sproing!" away. Work your way to the right side of the living room and prepare yourself for a dip in the aquarium; it's the only way across the big table.

Boss 4



Well this is it, the final confrontation with Tom. In this section you need to work your way up while inside the walls. Every so often Tom sticks his nose in and tries to grab you with a giant paw. Hit him 10 times, with your marbles, and he'll drop a key. Use this key to unlock a piece of the toy rocket near by and push the rocket over the edge. When you unlock all three sections and push them over, they'll stack up to make a complete rocket which you can push into Tom's clutching paw. ***3-2-1... BLAST OFF! You win!!!***

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